

## AMENDMENT

Please replace all prior versions and listings of claims in the Application with the following Listing of Claims.

### LISTING OF CLAIMS

1. (**Currently Amended**) A method, comprising:

generating, at a first handheld communication device during a non-verbal chat session between the first handheld communication device and a second handheld communication device, an output signal upon an actuation of one or more of a plurality of user-interface members of the first handheld communication device, wherein the output signal includes a haptic code configured to cause a haptic effect based on the actuation ~~distinctly identify the first handheld communication device and a status event;~~ and

sending, during the non-verbal chat session, the output signal to ~~[[a]]~~ the second handheld communication device remote from the first handheld communication device, wherein the output signal is configured to cause a haptic effect corresponding to the haptic code.

2. (**Cancelled**)

3. (**Currently Amended**) The method of claim 1 wherein sending further includes providing in the output signal at least one of a message, a video image, and or a graphical feature.

4. (**Previously Presented**) The method of claim 1 wherein the haptic code is associated with a predetermined scheme.

5. (**Currently Amended**) The method of claim 1 wherein receiving further includes defining the one of the user-interface members to include at least one of a key, a

button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball and or a knob.

6-9. (**Cancelled**)

10. (**Currently Amended**) A non-transient computer-readable medium including instructions that when executed on one or more processors cause the one or more processors to:

generate, at a first handheld communication device during a non-verbal chat session between the first handheld communication device and a second handheld communication device, an output signal upon an actuation of at least one of a plurality of user-interface members of the first handheld communication device, wherein the output signal includes a haptic code configured to distinctly identify the first handheld communication device and a status event; and

send the output signal to [[a]] the second handheld communication device remote from the first handheld communication device during the non-verbal chat session, wherein the output signal is configured to cause a haptic effect corresponding to the haptic code.

11. (**Cancelled**)

12. (**Currently Amended**) The non-transient computer-readable medium of claim 10, the output signal includes at least one of a message, a video image, and or a graphical feature.

13. (**Previously Presented**) The non-transient computer-readable medium of claim 10, wherein the haptic code is associated with a predetermined scheme.

14 - 25. (**Cancelled**)

26. (**Currently Amended**) A handheld communication device, comprising:

a body comprising a user-interface member and an antenna configured to transmit a signal from the handheld communication device, the signal including a haptic code therein to distinctly identify the handheld communication device and a status event; and

a processor in data communication with the user-interface member, wherein the processor is configured to generate the signal upon an actuation of the user-interface member during a non-verbal chat session between the handheld communication device and a second handheld communication device and send the signal to [[a]] the second handheld communication device during the non-verbal chat session, wherein the signal is configured to cause a haptic effect corresponding to the haptic code.

27. (**Cancelled**)

28. (**Currently Amended**) The handheld communication device of claim 26, wherein the handheld communication device is one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and or an MP3 player.

29. (**Currently Amended**) The handheld communication device of claim 26 wherein the user-interface member includes at least one of a key, a button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball, and or a knob.

30. (**Previously Presented**) The handheld communication device of claim 26 further comprising memory, wherein the memory stores program code for extracting information corresponding to the haptic stimuli from the input signal.

31. (**Previously Presented**) The handheld communication device of claim 26 further comprising a display device in communication with the processor, wherein the

processor is configured to cause the display device to produce an image of the identified source.

32. (**Currently Amended**) A method, comprising:

receiving an indication that at least one of a plurality of user interface members of a first handheld communication device has been actuated, wherein the at least one of the plurality of user-interface members is assigned with a haptic code configured to convey an expression or behavior;

generating an output signal in response to the indication, wherein the output signal includes the haptic code;

sending the output signal to the second handheld communication device remote from the first handheld communication device, wherein output signal is configured to cause a haptic effect corresponding to the haptic code;

receiving a signal from the second handheld communication device, wherein the signal includes a third haptic code configured to cause a third haptic effect, and wherein the output signal and the signal are communicated during a non-verbal chat session between the first handheld communication device and the second handheld communication device; and

generating, at the first handheld communication device, the third haptic effect in response to the signal.

33. (**Currently Amended**) A non-transient computer-readable medium including instructions that when executed on one or more processors cause the one or more processors to:

receive an indication that at least one of a plurality of user interface members of a first handheld communication device has been actuated,

wherein the at least one of the plurality of user-interface members is assigned with a haptic code configured to convey an expression or behavior;

generate an output signal in response to the indication, wherein the output signal includes the haptic code;

send the output signal to a the second handheld communication device remote from the first handheld communication device, wherein output signal is configured to cause a haptic effect corresponding to the haptic code;

receive a signal from the second handheld communication device, wherein the signal includes a third haptic code configured to cause a third haptic effect, and wherein the output signal and the signal are communicated during a non-verbal chat session between the first handheld communication device and the second handheld communication device; and

generate the third haptic effect in response to the signal.

34. (**Currently Amended**) A handheld communication device, comprising:

a body having an antenna configured to transmit an output signal to be received by a receiving handheld communication device;

a plurality of user-interface members coupled to the body, wherein at least one user-interface member is assigned with a haptic code configured to convey an expression or behavior; and

a processor in data communication with the at least one user-interface member, wherein the processor is configured to:

detect an actuation of one or more of the plurality of user-interface members;

generate the haptic code when the at least one user-interface member is actuated;

generate the output signal, wherein the output signal includes the haptic code;

send the output signal to a second handheld communication device remote from the first handheld communication device, wherein output signal is configured to cause a haptic effect corresponding to the haptic code;

receive a signal from the second handheld communication device, wherein the signal includes a third haptic code configured to cause a third haptic effect, and wherein the output signal and the signal are communicated during a non-verbal chat session between the first handheld communication device and the second handheld communication device; and

generate the third haptic effect in response to the signal.

35. (**Currently Amended**) The method of claim 1 wherein the status event is selected from the group consisting of an advertisement event, a one-to-one marketing event, a business transaction event, a stock-trading event, a weather-forecast event, ~~and~~ or an emergency event.
36. (**Currently Amended**) The non-transient computer-readable medium of claim 10 wherein the status event is selected from the group consisting of an advertisement event, a one-to-one marketing event, a business-transaction event, a stock-trading event, a weather-forecast event, ~~and~~ or an emergency event.
37. (**Currently Amended**) The device of claim 26 wherein the status event is selected from the group consisting of an advertisement event, a one-to-one marketing event, a business-transaction event, a stock-trading event, a weather-forecast event, ~~and~~ or an emergency event.
38. (**Cancel**).
39. (**Currently Amended**) The method of claim ~~[[38,]]~~ 1, wherein the haptic code is configured to be directly applied to an actuator of the second handheld communication device to cause the haptic effect.
40. (**Previously Presented**) The method of claim 32, further comprising:  
receiving a second indication that a second one of the plurality of user interface members has been actuated, wherein the second one of the plurality of user-interface members is assigned with a second haptic code configured to convey a second expression or behavior, wherein the second haptic code is different from the first haptic code;  
generating a second output signal in response to the second indication, wherein the second output signal includes the second haptic code; and

sending the second output signal to the second handheld communication device, wherein second output signal is configured to cause a second haptic effect corresponding to the second haptic code.

41-42. (**Cancelled**).

43. (**New**) A method, comprising:

receiving, at a first handheld communication device during a non-verbal chat session between the first handheld communication device and a second handheld communication device, an actuation of one or more of a plurality of user-interface members of the first handheld communication device,

wherein an avatar representing a user is displayed during the non-verbal chat session, the avatar exhibiting a particular behavior that changes during the non-verbal chat session based on which ones of the plurality of user-interface members are actuated;

generating, at the first handheld communication device, an output signal based on the actuation, wherein the output signal comprises a haptic code configured to cause a haptic effect that is synchronized with the particular behavior of the avatar; and

sending the output signal to the second handheld communication device during the non-verbal chat session.